Light and Relic — Surface Topography Reference Dataset (The Living Provenance Method)

This dataset documents a reference implementation of the surface-topography method used in *Light and Relic*, where micro-structural surface traces function not as condition indicators but as a **digital fingerprint** of an artefact. The micro-traces referenced here are **not visible under normal viewing conditions**; they become perceptible only through controlled raking LED illumination and macro focus-stacking.

A nine-segment imaging workflow (40 frames per segment) using the Sony α7 IV and the FE 90mm Macro lens resulted in a panoramic master image from which **114 micro-trace vectors** were manually extracted and encoded as (x1, y1, x2, y2) coordinate pairs. This identity matrix is **not static**: new traces may be added over time as the artefact continues to live, travel, and accumulate history. **New traces do not replace former ones; they extend the surface biography** while preserving the original reference structure.

The dataset includes a cryptographically anchored JSON (OTS + PAR2) and a signed archival PDF (FES, LTV-enabled), as well as a visual overlay for human interpretation.
This is a methodological reference dataset. The same method will be applied to the Arknight Shard relic in a later archival phase; **this dataset does not represent the relic's surface identity record itself.**